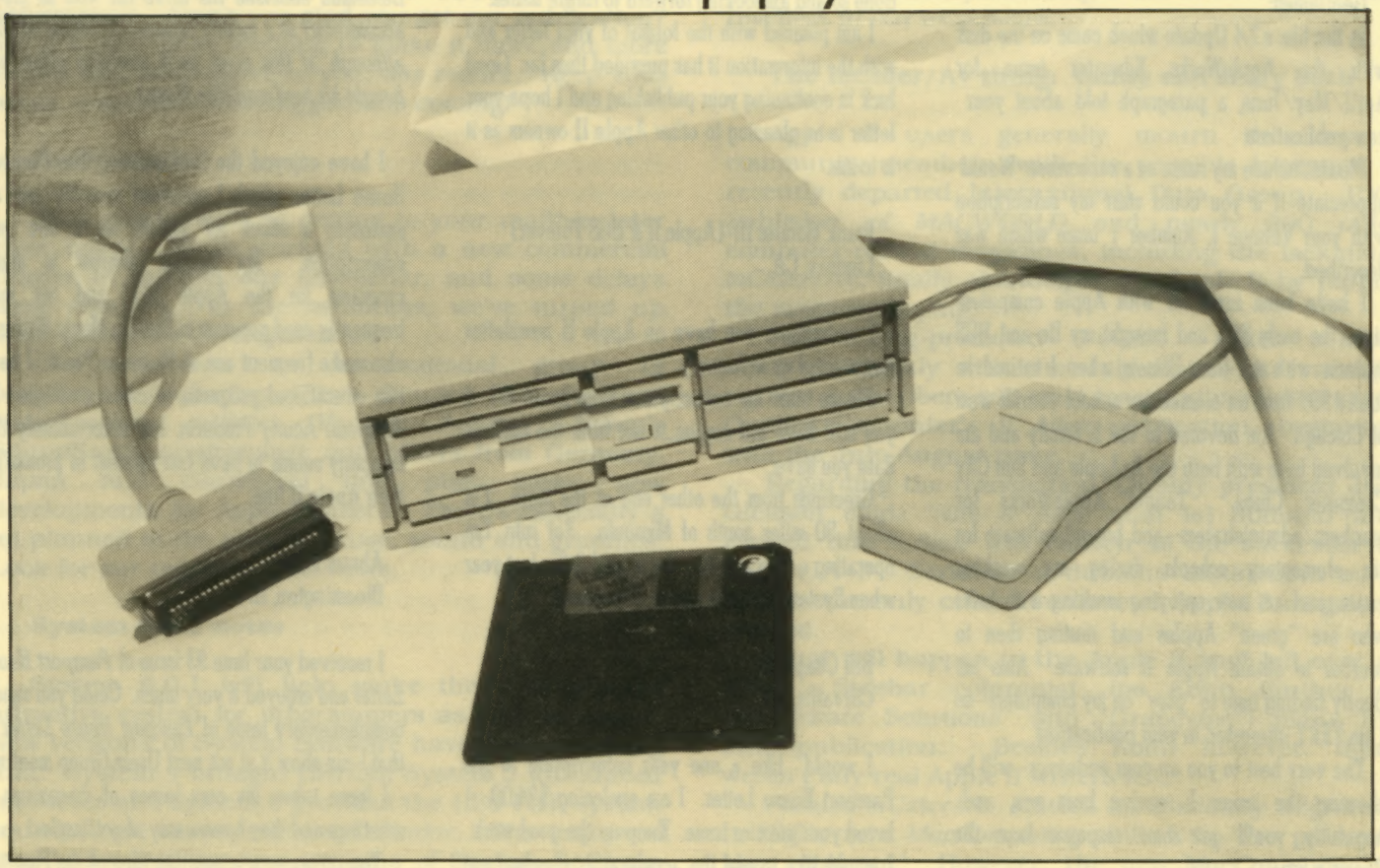
The microfloppy turns 21



What's the most ballyhooed new peripheral for the Apple II? The floptical drive! Its laser tracking provides very high density storage (21 Megabytes) on special 3.5" disks—plus it reads and writes high density (1.44 MB) ProDOS disks (and Mac and IBM HD's on a IIGS with the appropriate FSTs). Read about flopticals in End Notes, on the last page.

THE PASSPORT HOUSE LETTER

Journal of Apple II Development • July, 1993

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Gentlemen:

In the file: s.7.4 Update which came on the disk with the AppleWorks Educator issue for April/May/June, a paragraph told about your new publication.

Please include my name as a subscriber. Would appreciate it if you could start my subscription with your Volume 1, Number 1 issue which was described.

I have been involved with Apple computers since the early 80's and brought my IIe and IIGS systems with me from Illinois when I retired in June 1991 from an elementary school district west of Chicago. Am devoted to the II family and am involved here with both the AzApple and Sun City Computer Clubs. Taught AppleWorks for teachers/administrators—and bought software for six elementary schools during my working years....and am now enjoying working with folks who are "green" Apples and routing then to sources to obtain Apple II software. Also am finally finding time to "play" on my computers—so I am VERY interested in your publication!

The very best to you on your endeavor—will be showing the issues I receive from you, and,. hopefully, you'll get some response from the Phoenix area.

Margaret Johnson
Sun City, Arizona

Dear Passport House Letter,

Thank you for your quick response to my letter concerning quality printing with my Apple IIGS and Hewlett Packard DeskJet 500C. In my eagerness to send you that letter I forgot to enclose the $24.00 subscription fee. I have now done so and am looking forward to future issues.

I am pleased with the format of your letter and with the information it has provided thus far. Good luck in continuing your publishing and I hope your letter is as pleasing to other Apple II owners as it is to me.

Frank Morales III (Apple II & IIGS Forever)
Lindsay, CA

I understand you have an Apple II newsletter that started up in January.

Please start my subscription from Issue #1 if you still have old copies...it not from the earliest date you have.

Greetings from the other end of the state. I'm about 50 miles south of Missoula. For info, I'm operating a IIGS and IIc. Got a hard drive last year when System 6 hit the street. Awesome!

Bill Chapman
Corvallis, MT

I would like a one year subscription to the Passport House Letter. I am enclosing $24.00. I loved your premier issue. Keep up the good work. I would like to see the accelerators checked out (ZipGS) and which hard drives are considered the best. Have you heard anything about the new Zip Drive that is out? Thanks a lot.

Serena McCloskey
Baytown, TX

Zip Technology's Zip Drive is a IDE "hard card" similar to Parsons Engineering's Focus drive (See June issue's New Products). Apple II guru Bill Heineman endorsed the drive (as well as Zip's accelerator) as a quality product on GEnie last fall, although, at this point, he'd probably rather you bought his hard card (the Focus).

I have enjoyed the first issue of The Passport House Letter which I received recently and am enclosing a check for $24.00 for a one year subscription. My special interest is music programs for the Apple IIGS and my most frequently used program is Pyware Music Writer. I also make frequent use of Platinum Paint. I have two educational programs in music published by Temporal Acuity Products, but unfortunately this company seems to have lost interest in promoting their Apple II line.

Abram Plum
Bloomington, IL

I received your June 93 issue of *Passport House Letter* and enjoyed it very much. Could you send a complementary issue of *Passport House Letter* so that I can show it at our next Users Group meeting? - I have taken my own issues of magazines to meetings and they have a way of getting lost :)

You propose an interesting idea of the Floptical for an new Apple II standard.. I have a Floptical drive and would be very interested in the Floptical volumes you propose to distribute. Also, I look forward to seeing your Passport House Catalogue.

I will be sending you subscription money today (snail mail) and would also like all available back issues.

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THE PASSPORT HOUSE LETTER

Journal of Apple II Development • July, 1993

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BACK ISSUES & OTHER INFORMATION

The Passport House Letter has been printed regularly since our premier issue of January 1993. If you are interested in obtaining back issues, please write us. The Premier January 1993 issue is no longer currently in print. Our "regular address" appears in each issue on page two, with any current public Email addresses available. Please feel welcome to contact us with any suggestions, problems, news or other corrospondence. Due to the volume of mail we get, we can't always reply directly, but we do consider all mail and appreciate any comments from our readers. Email is the most effective way to contact us.

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The Editors' Letter

We're back with a new issue of Apple II news and information. Aren't you glad you get our publication? We are, and we're working to make it more and more useful and informative to you, our reader. Keep your ideas, comments and suggestions coming!

Issue Details

This month we'll be getting to your mailbox later than usual. We're working with a new commercial printer to publish our newsletter, and some delays have resulted. In the meantime, we've turned up some great new developments.

One concerns an international group of programers (including Oliver Gougel, FTA guy and NoiseTracker author; Hubert Aalbers, Spain's SoundSmith programmer and others from Germany, Japan and elsewhere) that plan major new developments for Apple II users. There's especially a lot planned in the area of music, sound and graphics. Look for our report in Late News.

System 6.0.1 notes

System 6.0.1 will help make the IIGS a more attractive system for programmers as well as users. New versions of System Software have a way of doing that: System 4 brought GS/OS; System 5 introduced resources and System 6 provided the HFS FST, system sounds, and more functional Finder. The improved foundation laid by new versions of System Software enable the creation of new and better software.

System 6.0.1 will make the IIGS friendlier and more functional by patching up some of the more than 150 bugs in System 6.0, providing a new MS-DOS read-only FST and including features from Macintosh System Software 7: system support for alias creation (files that point to other files or directories and can stand in their place) and a smarter and more Mac-like Finder. Additional information on System 6.0.1 can be found in our Special Report (flip two pages deeper).

The Passport House Catalogue

It appears that we've again run out of pages (who said there wasn't enough Apple II news to supply a monthly publication?), so we've been forced to slash our Catalogue right out of this issue and set it on the shelf.

We've received more mail on our proposed F-Volumes than we've ever received on any topic. If you've forgotten, we planned in our last issue to start distributing publicly available and other general-use data on 21 MB Floptical volumes.

While we've made a lot of progress in technical details, without the space to advertise them this month, we had to set back the clock on introducing them until next month.

Our Catalogue, meanwhile, has mutated into a place to learn about products and find contacts. One thing readers of *inCider/A+* appreciated is the advertising that appeared there.

We haven't attracted many advertisers, but we'll be working to provide information on how to contact the developers and resellers that support the II. If you are an Apple II developer, send us your name and address. We'll be publishing a list of developers and resellers in our next issue.

The inCider/A+ thing: funny and scary both

Apple II users generally mourn the loss of community members, with the possible exception of recently departed International Data Group. IDG, publisher of *MACWORLD* and nearly 200 other computer-related magazines, including the lackluster *inCider/A+*, finally abandoned the Apple II by pulling the magazine's plug.

The long-predicted event takes effect unceremoniously with the July issue—that month, current subscribers will start receiving mailorder giant Quality Computer's *II Alive* publication, beginning with the July-August issue.

Regarding the transaction, Quality president Joe Gleason said, "[the *II Alive* staff is] honored and excited that *II Alive* was chosen as the successor to *inCider/A+*." Certainly a dubious distinction, as *II Alive* is the only other commercial Apple II magazine around.

What will happen to the Apple II staff left over at IDG? Sidebar columnist Joe Kohn (author of "Shareware Solutions" and "Grapevine") plans his own publication. Besides Kohn however, there weren't any real Apple II writers left.

Former *inCider/A+* editors have silently migrated to IDG's new *MacComputing*, billed as 'the personal Mac resource.' However, the new *MacComputing* is frighteningly close to the old *inCider/A+* (but without any pretence of providing Apple II coverage, of course).

And even scarier is the fact that a handful of persons have insisted that Quality should print advertisements from mailorder competitors LRO and TMS in their *II Alive*. Quality prints its own advertising in a large, central insert of the magazine, and advertising from other developers lists Quality's mailorder price for their product.

As one might predict then, LRO and TMS have shown no interest in buying space in the publication. After all, PepsiCo doesn't advertise their products on the sides of CocaCola's delivery trucks.

Neither mailorder company is giving up, however; TMS is advertising in the IIGS bimonthly *GS+* [(800) 662-3634], and LRO has been using direct mail to reach Apple II users. We recommend our faithful readers dial up LRO and TMS and suggest they advertise in *The Letter*. Just a thought.

What a difference being small makes

We just recently discovered what a difference being a monthly publication makes. While our loose collection of persons we call a staff and Quality Computer's *II Alive* group both announced the start of our respective Apple II publications at once, we got January, February, March and April out before the first issue of *II Alive* appeared.

By August, we will have printed eight issues for their three. While we're sure Quality wouldn't give anything to be in our shoes, it's exciting to be the quick moving, small-guy entrepreneur.

Switch-It! 1.0.2

Jawaid Bazyar of Procyon Sequential Systems 1200 Diamond Circle Lafayette, CO 80026 (800) 759-4549	Application switcher — Stand alone application System 6 $x List price

Switch-It! is a utility that allows users to run multiple applications at once. Run the Switch-It! program, then launch your regular applications. Once loaded in, your applications can be switched between in seconds. It's a big time saver designed to allow users to work with multiple programs at once without having to quit the current application and launch the next.

Switch-It! isn't Macintosh System 7, nor the Mac's System 6 MultiFinder—but it isn't designed to be. The Apple II's physical architecture won't support an environment exactly like the Mac's. So Switch-It! is designed instead to supply the greatest freedom and simplicity possible in working with multiple applications in one session.

Why no MultiFinder?

The applications written for the Apple IIGS revolve around the design of an operating system and the IIGS's hardware. Unlike most computer systems, the IIGS can run a variety of different kinds of programs, including: DOS 3.3 era stuff; the standard Apple II ProDOS-8 applications, like AppleWorks Classic; IIGS specific ProDOS-8 programs, like NoiseTracker and full 16-bit GS/OS-based desktop programs, like HyperCard IIGS.

Each of these different program types is designed around its own operating system, and each makes various assumptions about the hardware environment where it is running.

As well, most programs take shortcuts and do nonrecommended things to boost performance. This makes their operation even more unpredictable from a third party's point of view—especially when what they do is undocumented—and more difficult to run peacefully underneath a "shell," where the program's functions must take place under the direction of a control program.

With this jumble of programming, there is really no way to do the Mac's style of integration—after all, Mac programming is written to work peaceably in a multitasking system. (For more information on multitasking, see Maximum Overdrive: The GS/OS MultiFinder Invasion in our March 1993 issue.)

That doesn't mean that a MultiFinder type of system is impossible on the IIGS. While the IIGS' hardware is very different that the Mac's, a very Mac-like system could exist. However, programming would have to be rewritten to really take advantage of such a system—little good for a IIGS user who already has a library of programs, and a very unlikely scenario, certianly financially impractical, in view of the IIGS' current market.

The most reasonable alternative would be to provide users with the ability to run at least the most well behaved and mannerly applications—GS/OS desktop programs—in a multitasking type of system. Two utilities are available that attempt to do this, each with a different style of operation: Switch-It! and The Manager, from Seven Hills.

The Switch-It! style

Procyon, the author of Switch-It!, originally brought a multitasking environment to the IIGS with their product GNO/ME. GNO/ME isn't multitasking in the way Mac System 7 or Microsoft Windows is.

Instead, it works as a UNIX-like system. GNO/ME lets users run several processes at once, setting up routines in a pipeline. It can run a standard desktop application with other text based utilities running in the background.

GNO/ME doesn't however, run more than one desktop program concurrently. But that's what users asked for, so Procyon delivered by producing Switch-It!, which does allow multiple desktop programs to run at once.

Unlike The Manager, Switch-It! doesn't attempt to look like the Mac MultiFinder. Why not? Procyon noted the following reasons in the Switch-It! documentation:

• The IIGS screen doesn't have sufficient resolution to display several desktop application's windows without overlapping. This would make it difficult to keep track of where a particular window was located.

• The IIGS Finder takes up a lot of memory, and some people might not want to have it resident with certain of their applications. With MultiFinder, they're stuck with the Finder always being active. Switch-It! has a built-in mini-launcher that takes up very little memory, freeing up as much as possible for application use.

• The IIGS has a very limited amount of special memory called Bank Zero memory. There is only 38K of this memory free when there are no applications running. Switch-It! allows applications to share this memory, enabling the user to load more applications than possible with a MultiFinder.

• Because Switch-It! doesn't have to worry about conflicting actions by concurrently operating programs, its design is much simpler, and this makes Switch-It! much more reliable.

Procyon stated in the documentation that while Switch-It! doesn't do the MultiFinder thing, "in all of the cases we could think of, GNO/ME fills the 'void' left by this un-feature."

The Environment

So, rather than "overlaying" the current application on top of the Finder, Switch-It! simply clears the screen, launches the chosen application, and operates just as if you had instantly quit the last program and launched another.

In the upper right corner, a double arrow icon presents a pull-down menu listing the currently loaded applications. Select another program from the list and the screen changes to the chosen application in a flash. It's really simple. And it requires little adjustment in thinking—it operates like you always have, except faster.

A comparison

What about The Manager? It layers programs on top of each other, similar to the MultiFinder; clicking on the blue desktop below brings up the Finder, while clicking on another programs window activates it. Cut and paste operations should go on between

different programs like cut and paste between modules in AppleWorks GS. We have to agree, however, that the IIGS' desktop isn't big enough to make this feature super attractive.

As well, some programs, like HyperCard IIGS and HyperStudio, take over the whole screen and thus negate the differences between Switch-It! and The Manager considerably.

Besides the obvious difference in the appearance of the desktop, the two switchers also differ in how they handle New Desk Accessories. Under System 7, Mac desk accessories act like mini-applications and remain open. But GS/OS works differently; NDA's aren't designed to be able to stay open between a program switch. The Manager links NDA's to the application they were opened in; when you return to a program, its NDA's come back with it. Switch-It!, however, closes NDA's automatically when you switch the program.

Other fundamental differences exist between the two. In general, The Manager is more complex and tries to accomplish more. Switch-It! is simpler and lacks some areas of The Manager's functionality—which however, makes it inherently more stable.

To use or not to use

Having briefly compared the two switcher environments, it's useful to consider if either is worth using on your system.

Both complicate your system—although Switch-It! does to a lesser degree—making room for conflicts and introducing new ways to crash your system. Both use up a lot more RAM—you'll want 4 MB of RAM to use either one effectively—although, again, Switch-It! takes up a little less. And both add time to your usual startup routine while they load themselves in.

What will you gain? A lot of speed when using more than one desktop application! That's an obvious advantage, but it shows up again and again in new ways to accomplish you work.

For example, you can switch from your telecommunications program into GSHK, unshrink your files, then switch to a word processor to read documentation files. You'll come up with lots of new ways to do remedial things quickly with a switcher installed on your computer.

One frill you gain on the side with Switch-It! is that you can shutdown immediately without closing your files and quitting your loaded programs. It makes for a quick way to "drop everything," and still shut off your system correctly—but of course, opens to door to loosing unsaved data. Switch-It! warns you that you may have things still open.

If you ever discover a conflict between your switcher and a program you want to run, you can quit it. Both Switch-It! and The Manager are stand-alone applications you can simply exit and opt work without as you would normally.

Recommendations

We haven't used The Manager to any great extent, so we can't offer informed advice of which switcher is best. We recommend that you try out both for yourself, if possible, and make a decision based on your personal preferences and the kind and selection of programs you work with. We like the simplicity Switch-It! provides. It seems like GS/OS has enough reason to crash without undue third party modifications. The best thing, of course, would be a totally rewritten, IIGS System 7 (bundled with a hardware for improved graphics and holistic, system-wide hyperacceleration). But until then, the available application switchers will do—just don't expect more from them than they can deliver.

Product Test Drives

Macintosh Human Interface Guidelines

Addison-Wesley Publishing	Development guidelines
Apple Computer	——
20525 Mariani Avenue	Printed Reference
Cupertino, CA 95014	An open mind
(408) 996-1010	$29.95 List price

Why are we reviewing a book with "Macintosh" in the name? It seems kind of bizarre all right, but have no fear, we're not making a desperate bid to tap a different market of readers.

The book we're examining, part of series called "Inside Macintosh," was once a generic Apple visionary publication called *Human Interface Guidelines: The Apple Desktop Interface* that applied, not only to the Macintosh, but to Apples *other* computer as well. Well, although the name has changed and the style updated, the book is still good reading for Apple II developers.

Why? Apple has spent millions in defining how computers should work. They've researched how people work so as to define clear principles to which software products should adhere. So while the book is very Mac, 90% of the information in applies equally well to programming other computers—especially on the IIGS, with its Apple-blessed operating system.

What you can learn

The manual first briefly examines the concept of human interface principles. It defines thirteen general principles you can put to use in developing software.

- Metaphors—conveying concepts and features of your program by using analogous comparisons to concrete and familiar ideas. The Finder uses documents and folders to represent the idea of data files and subdirectories, for example.
- Direct Manipulation—making users feel that they are directly controlling the objects visible on the desktop. For example, a user can move files around in the Finder, controlling whether they are trashed, copied or moved.
- See-and-Point—allowing the user several alternatives to choose between on the screen. Selected objects may be dragged to an icon associated with a desired activity, or a selection could be acted upon by choosing an action from a menu bar list or tool palette. In either case, the choices are made by a user who can see the options available and 'point' to choose the one desired.
- Consistency—keeping your development in sync with the way users think. The book suggests considering how consistent your product is within itself, in its use of metaphors, with Apple's interface guidelines and with people's expectations.
- What You See Is What You Get—making commands visible and available (related to See-and-

End Notes continue...

> Continued from page 12 ...and related devices? Hard drives for IBM are nearly all IDE. The constant mystic chanting of "multimedia," however, has converted a growing number of the IBM masses to SCSI, as most CD-ROM drives sport a SCSI interface.

However, although IBM users are moving closer to using SCSI, they're still a ways off. This because MS-DOS has a hard time with the generic device design principle of the SCSI interface. Simply put, SCSI devices are intelligent subsystems that control their own low-level functions. They expect the computer to merely ask for information. However, MS-DOS wants to know how many sectors and surfaces each connected device has so it can run the show. The draw back is that, unlike an Apple, you can't add new devices "plug-and-play" style.

We found flopticals for IBM that were lobotomized for use with a proprietary controller. But without a SCSI interface, a floptical drive would be useless to an Apple II. For IBM users, they're a bit cheaper and don't require setting up a SCSI bus, but for Apple II users, a non-SCSI floptical would work only as a paperweight.

The summation: to get a floptical to work with your Apple II, you'll need a SCSI device; either AE's (the most compact) or Tulin's (less expensive) or know how to build your own—which is not really that hard of a task. In fact, we may soon do an article on building your own SCSI device (hard drive, Floptical, CD-ROM, whatever you want).

We called Tulin [(408) 432-9057] and learned even more. Talking to John Wong, we found that the Tulin drive does indeed have an eject button; earlier ones did not. Reviews of the Tulin floptical decried the omission, so Tulin added one.

The Tulin drive is huge: it measures about 7" square and 2.2" deep. We wonder why, as the InSite mechanism itself is tiny, no bigger than a standard 3.5" mechanism. It isn't the power supply that makes the case so big, as the Tulin drive uses an external power supply (a plug in transformer). For users of the IIc, the phrase "brick on a rope" comes to mind.

The Tulin drive costs $369, and comes with SCSI cable and driver. We recommend you buy the $399 version, which includes two floptical disks. Generally, floptical disks are sold from $20 to $25 a piece, so the extra $30 for two is a good deal.

If you're used to the standard Apple 3.5" drive, you'll find the InSite floptical works a little different that you might expect. It makes a grinding noise (like the Apple 5.25") when seeking tracks, but then reads and writes silently. And after inserting a floptical disk, the drive takes a few seconds to read the volume's partition map.

While the floptical doesn't read or write nearly as quickly as a hard drive, it's a lot more responsive than a standard floppy; it's about three times faster.

The floptical drive is a great companion to a hard drive. It gives you a place to store all of the garbage that you can't bear to throw away but still would rather not have on your hard drive. It's large size (compared to floppies) makes doing backups convenient—a big factor in encouraging you to perform regular backups faithfully.

Consider buying into floptical if you think you've outgrown your hard drive. Perhaps a lot of your hard drive-bearing stuff would be at home archived away on floptical volumes. Cleaning up your hard drive will make backups of your important data shorter and contribute toward better organization.

Product Test Drives Continue...

Point) and providing surprise-free output.

- User Control—making sure that the user isn't hampered by an interface that is so friendly it's smothering. Protect users by providing warning responses, but keep them control to do what they want without intervention.
- Feedback and Dialog—providing the user with progressive information. Use simple feedback that is informative and helpful.
- Forgiveness—allowing actions to be reversed and providing clear warnings before initiating permanent operations.
- Perceived Stability—building a predictable and stable interface, giving users a clear idea of how things will work.
- Aesthetic Integrity—creating a pleasing environment by using clear and simple design. Allow users to personalize the look of their environment.
- Modelessness—avoiding the use of exclusive modes by making operation choices always available. Preserve the user's control of choosing the order of operations.
- Knowledge of your Audience—fitting your product to the target audience.
- Accessibility—designing your product to facilitate users with limitations or different abilities.

These principles work together to create a transparent and friendly computing environment. Any they define why the Macintosh makes money. Why not work to apply them in developments for the Apple II?

The second part of the book shows how to put the principles to work when designing elements of the desktop. It dives into detailed, clear and specific instructions on how to build menus, windows, dialog boxes and controls; how to use icons and color and gives design details on behaviors and the use of language.

There is information that won't apply to Apple II developers, such as how to best present windows on a system with multiple monitors. In general, however, the book lays out good information on design principles that work to create a better environment, and those that should be avoided.

Recommendations

Developers should undoubtedly study the applicable portions of the book. It's a great aid for programers that are designing tools for nonprogramers users without the funds to do a lot of market research. It's a definitive guide of Apple's good taste in designing elements of the display. Even basic users and beginners should find the book an informative guide in making the best use of the Apple interface and understanding its features. Forget the fact that it says Macintosh on the cover—it's information you can use.

Special Report: System 6.0.1

As of this writing, System Software IIGS 6.0.1 still hasn't been released. However, Apple II developers have been testing an "Under Construction" version. Included in its disk documentation is Whats.New, a delta guide—written from a users standpoint—that describes the changes from System 6.0. Here's what the Whats.New file reports:

What's new for System 6.0.1

This is a summary of the visible changes since System 6.0 was released. There have been many bugs fixed and many features added that are not immediately visible—they will enable developers to create better future products. Be sure to also read the Shortcuts file on the SystemTools2 disk for more information.

Finder (see also Finder Help)

• You can now click in Name, Size, Kind or Last Modified at the top of a list-view window to change the view.

• To rename an icon, you must now click on its name rather than the icon.

• The "File Copy Alternatives" dialog has been removed. Holding down the Option key now always forces a copy rather than a move.

• Dragging certain system-related files to the System folder icon on the boot volume now does "magic routing" much like the Macintosh Finder. Note that this only works when using folder's icon; dragging into a window works as before. The kinds of files that are properly placed in their own folders within the System folder are: Control Panels, Desk Accessories, Drivers, FSTs, Tools, Fonts, Sounds, Inits and Finder Extensions. Other files are just placed in the System folder.

• The Finder now creates the "FinderExtras" folder for you.

• If you open the Icon Info window on an Apple SCSI device, the SCSI ID number appears on the "Where" card.

• The Finder's Clipboard window handles text, pictures, and sounds. If you copy a sound to the clipboard (using the Sound control panel, for example), you can click on the Speaker icon on the clipboard to hear the sound. Teach has the same Clipboard window.

Extensions

• EasyMount is not just for servers anymore. It now handles aliases to any disk, folder or application. In other words, you don't need to drag the icon onto the desktop anymore—just keep an alias of it on the desktop. Select the icon of the item you want to alias and choose "Make Alias" from the Extras menu. EasyMount will ask you where to save the alias. Later, double-clicking the alias opens the real item—disks and folders are opened, and applications (P8 or GS/OS) are launched. The Installer automatically installs EasyMount in your System.Setup folder.

Control Panels

• DC Printer control panel

This was a change in System 6.0 but not documented: The DC Printer will let you choose LaserWriter, which is potentially useful for "printing" to PostScript files.

• Monitor control panel

The new checkbox "Smoother Mouse Cursor" sets a new Battery RAM location. It kills the cursor flicker that is especially noticeable with a Video Overlay card or an accelerator.

• SetStart control panel

The new checkbox "Show icons during startup" provides a way to set the Battery RAM location that disables the display of the startup icons. The Battery RAM location has been there since System 6.0, but there was no Apple-provided way to change it.

The new checkbox "Enable programmer CDAs" provides a way to set the Battery RAM location that allows Visit Monitor and Memory Peeker to show up in the CDA menu. Both ROM 1 and ROM 3 machines now check this location. This checkbox does not show up if the ROM 3 Control Panel disable jumper is present.

Startup

• During startup, if you have a lot of icons, they no longer keep recycling the bottom row of the screen. They now "wrap up" to the row above.

• If you use a Vulcan internal hard drive, you no longer need to copy the Vulcan driver onto the Install disk when installing new system software. The Vulcan driver should still to be used for enhanced performance but you can successfully install without.

• If your ROM 3 Apple IIGS has 8 Megabytes of RAM, the computer fails to create a RAM disk (RAM5) of any size. In this case, System 6.0.1 creates RAM5 and then restarts the system. When you turn on the computer, you will hear an extra beep at the "Apple IIGS - ROM Version 3" screen.

Drivers

• The RAM5 RAM disk has a new driver. The Installer automatically installs it if you have the RAM disk enabled when you do an Easy Update. The driver greatly enhances the disk's performance. It also allows you to have a RAM5 disk in GS/OS (but not in ProDOS 8) even when slot 5 is switched to "Your card". On a ROM 1, you must have the Minimum and Maximum sizes set to the same value; otherwise you will see a message during startup and the new driver will not be used.

• The Apple II Memory Expansion Card has a new optional format. If you have a full megabyte of memory on the card, it lets you format it as either 1,024K or 800K. The 800K option blocks out the remaining 224K, but allows faster block copies to and from other 800K disks.

File System Translators (FSTs)

• The MS-DOS FST is new. To use it, you need a drive that can read MFM disks, such as the Apple SuperDrive with an Apple II SuperDrive Controller Card. This version is read-only—it doesn't let you make changes to MS-DOS disks.

ProDOS 8

• The Thunderclock year table in P8 has been updated for the years 1993-1998. There is also a Clock.Patch file on the SystemTools2 disk that you may use to update P8 (renamed to ProDOS) to include future year groups. [End of file]

System 6.0.1 delayed release has to do with the Apple II Ethernet interface. The new system software can't be released until the hardware is finished, because they're dependent on each other.

New Product Reports

TableTrained
WestCode Software, Inc.
15050 Avenue of Science, Suite 112
San Diego, CA 92128
(619) 487-9200

WestCodes' InWords optical character recognition software for the IIe and IIGS provides II users with a scanner the ability to scan text into an actual text file. Now, WestCode has produced a set of twenty font tables for use with InWords.

TableTrained lets InWords users scan text from a variety of sources automatically, without "training" the software to recognize the text. WestCode guarantees excellent results in using TableTrained with InWords on the following sources: II Alive, AppleWorks Educator, Car and Driver, Consumer Reports, Discover, Entrepreneur, Field and Stream, Golf Digest, Home Office Computing, inCider, Men's Health, MotorTrend, National Review, New Yorker, Reader's Digest, Ski, Smithsonian, USA Today, and The Wall Street Journal.

In addition, TableTrained fonts can be used as a starting point in recognizing other typefaces through InWord's Font Search feature, new to version 1.1. TableTrained is available for $9.95, and works with InWords 1.1 on a IIe or IIGS system with at least 512K.

ANSITerm Version 2.0
Parkhurst Micro Products
2491 San Ramon Valley Blvd., Suite 1-317
San Ramon, CA, 94583
(510) 837-9098

Parkhurst Micro Products released version 2.0 of their ANSITerm IIGS telecommunications software. ANSITerm provides several complete terminal emulations, supports many file transfer protocols, provides a complete text editor, macroinstruction language, sophisticated dialing system, robust scrollback buffer and more.

Terminal emulations are the protocols used to communicate with computer bulletin board systems. ANSITerm's terminal emulations include color PC-ANSI emulation, which includes the complete PC character set, letting you connect with one of the many PC-based bulletin boards and see colors, line drawing and other special symbols as they are meant to look. ANSI cursor control is supported with standard arrow keys and application-programmable function keys.

ANSITerm also supports "Special" emulation used on many Apple II-based bulletin boards, and VT-100 and VT-52 terminal emulations. All features and modes are supported for VT-100 and 52, except 132 column and flashing modes, including inverse, underline, and bold text; special line draw characters; double-wide and double-wide, double-high characters in VT-100; internal scroll regions; all special keypad and arrow key support (for both normal and application modes); function key and Apple Extended Keyboard support and local printing.

For file transfers, ANSITerm includes support for ASCII Text; Xmodem, Xmodem-CRC, Xmodem-1K and Xmodem-4K; Ymodem and Ymodem Batch; Zmodem and Kermit transfer protocols. ANSITerm also supports an optional ProDOS-style information footer for Xmodem, as well as both MS-DOS and ProDOS-compatible Ymodem and Zmodem headers. Zmodem features include a 16K streaming buffer (with an option for full-streaming if your hardware supports it), CRC-32, and skip, resume, rename capability.

Other file transfer features include auto-Binary II extraction, MS-DOS file name validation, auto-start capability for both Zmodem and Kermit and character pacing for ASCII sends, including echo option, line length and CR to CR+space.

ANSITerm's full-screen text editor can edit files as large as available memory allows. It has standard editor features, including line wrap and visible control code options; block copy, delete, paste; definable block "quoting" for message replies; line or paragraph formatting; printing, including top, bottom, left and right margins, line length and more; send to modem; file appending; conversion to upper or lower case; high-ASCII support; Carriage return and line feed support in saving files; find and replace; provides Apple Extended Keyboard support and it uses the same custom font and default colors the rest of the program uses for sharp color text.

A full macro language in included in 2.0. All settings for AT can now be changed via macro commands. Sixty-two macros are available for use at any one time, including 52 global system macros, accessible through custom Option-character combinations, and 10 service macros for each of the services in the dialing directory.

Standard macro features include sending text to the console, remote and console, or remote only; waiting for text from the remote; getting a string from the remote or from the user (via a dialog box); setting the color, screen location, receiving and sending files; conditional branching between macros; a full set of file manipulation macros (including open, close, input and output, random access, and newline mode) and more. The macro language includes ten numeric and ten string variables for use with the macros. Also included is learnable logon macro creation. AT will monitor a call to a BBS or service and create a logon macro for you, which may be modified later on if you wish.

ANSITerm provides up to 8 megabytes of scrollback so you can review what has gone off the top of your screen. Scrollback also displays color and high-ASCII characters for ANSI emulation, mousetext characters for "Special" emulation and all special characters for VT-100 and VT-52.

Many features are included with scrollback, including text search, sending selections to disk, the printer or to the editor and various housekeeping features.

ANSITerm's dialing directory holds up to 34 different systems and services for easy access and auto-dialing. Information stored for each includes baud rate, emulation, data format and a 31-digit phone number. Auto-dialing is fast and efficient and includes support for both verbal and numeric results,

busy signal detection and more.

Version 2.0's dialing directory has several new features, including ten alternate dial strings which can be used in place of the default, in case certain services require certain modem settings; multi-service dialing which will dial many services one after the other until a connection is established; a handy quick-dial feature; ten special macros for each service in the dialing directory and several other new enhancements and features.

ANSITerm 2.0 supports most every modem type. Included are several special drivers for high-speed modems (USRobotics HST, Hayes V-Series, Supra Fax Modem and the Intel 9600ex). Baud rates can optionally be fixed at 19,200, 38,400 or 57,600 baud to get the best performance from your high-speed modem. Several handshaking cable designs are also supported.

ANSITerm 2.0 includes many other features: disk utilities, emulation file viewing, printer and print-screen support, buffered chat duplex, the ability to set the default foreground and background colors for all emulations, hardware break key and cursor on and off control. The program can be set to handle carrier detection on startup or exit specially (either initialize anyway, don't initialize or prompt before initializing) just in case your session was prematurely aborted.

ANSITerm Version 2.0 is currently available directly from Parkhurst Micro Products. List price is $119.99, but for a limited time PMP is offering a special introductory price of $69.00 ($5.00 shipping and handling).

Turbo IDE Card
SHH Systeme
Dipl. Ing. Joachim Lange
Bergstrasse 95
82131 Stockdorf GERMANY
49-89-8577040

SHH Systeme provided us with additional information on their Turbo IDE Card, first reported on in our February issue. The interface card, for the IIe and IIGS, allows users to hook up two IDE type hard drives and offers direct memory addressing (DMA) for greatly enhanced speed.

Users of the Applied Engineering Vulcan drives can boost performance by replacing their current Vulcan or Vulcan Gold interface with the Turbo IDE. The card comes with software to reduce the Vulcan drive's interleave from 7:1 down to 1:1. SSH says complete reformatting of a drive takes only 3 to 8 minutes, depending on its size.

The Turbo IDE also works with other IDE type drives. IDE (for Improved Drive Interface) drives don't contain SCSI's specialized electronics to allow a generic bus interface. That means that you can't chain several IDE devices together, although the card does accept two separate drives. It also means that IDE drives are cheaper. IBM computers often use IDE drives because they're so cheap and simple to set up.

In addition, the Turbo IDE sports a very short warm up time when booting, less than a second; IDE devices don't have to scan the interface bus as a SCSI system does.

The card allows booting from any of 16 partitions on two drives. Users can choose a fixed boot volume number to be held in a configuration table or choose a boot volume when starting up the computer.

SSH has lowered the price of the Turbo IDE to $145 US. The company supplies free support though GEnie Email; you can contact the company via GEmail at: J.LANGE7 or via Internet: behrenss@informatik.tu-muenchen.de

GEnie Revamped Online Service
GE Information Services
P.O. Box 6403
Rockville, MD 20850
(800) 638-9636

GEnie, General Electric's online computer services network, is undergoing significant changes in its operation. The changes affect both the functionality of the system and its pricing system.

Currently, members pay $4.95 per month to gain assess to GEnie; this provides free access to GEnie BasicServices, including Email. Many services, including Genie's roundtables (libraries and bulletin boards), are considered ValueServices, and accompany a usage fee of $6 per hour (during non-prime hours 6pm—8am). Some services, mostly financially-related ones, include an additional charge that varies on the specific service. This pricing will change July 1, 1993 when GEnie instigates its new pricing system.

Why change? A minority of GEnie users make extraordinary demands on BasicServices, which bottlenecks the whole system. Because unlimited use of the free BasicServices is allowed—initially in an effort to encourage their use—the system suffers from major slowdowns. And in paying only $4.95 each month, these users do little to finance their use of the network.

Under the new pricing system, BasicServices and ValueServices are lumped together and use of both is billed at a lower $3 per hour (non prime). This includes Email use and Internet Email—which previously required special registration and an additional fee. Users who spend time supporting bulletin boards and libraries will be paying half of their usual fees.

The monthly fee, although increased to $8.95, includes four free hours; essentially, then, if you use GEnie for at least three hours a month, you'll be paying no service fee at all and only half of the old "ValueServices" per-hour rate.

The new usage fees are not only lower than any other commercial service, but GEnie allows the least dollar commitment per month, making it the all-around, least expensive commercial service anywhere.

In addition, GEnie's programing is being revamped to provide space for new services and to make better use of the resources GEnie has available to it.

GEnie is working on graphic front ends for the Mac and Microsoft Windows. No doubt some of the changes in operation are being made to facilitate programing for these systems. A "front end" is a friendlier interface that allows use of GEnie's services in a simple, graphic environment. No commercial service currently provides a decent Apple II front end, but GEnie, the largest and best supported Apple II service, is looking into doing one.

President Trims Communications Network

"In an effort to stimulate the economy, MDG is now sporting the 'Clinton Cut,' a special $200 software combo including ProLine, ModemWorks and OMM until July 15, 1993. Citizens can now cut their own spending $90 by contributing to this broad-based incentive package. The President (of the Morgan Davis Group) promised that no value-added taxes will be levied against Californians. Two-day air shipping is only $8, but customers can relieve the airline industry by selecting 5-day ground shipping for just $5. Orders will be handled by First Lady, Dawn Yvette Davis, who has been appointed Secretary of Sales by the President.

"ProLine, awarded five out of five stars in the December 1992 issue of inCider/A+, is the premier Apple II bulletin board system known the world over. ...Participating in the national communications network endorsed by Vice President Gore, users gain worldwide access to electronic mail, software and discussion groups when ProLine is connected to the Internet.

"A communications toolbox with dozens of new commands for BASIC, ModemWorks makes custom expansion of ProLine easy. It features high-speed modem support, terminal emulation, file transfer protocols (including ZMODEM) and other essentials. The ModemWorks manual describes each command in detail and clarity so that programming is simple and painless.

"The Object Module Manager (OMM) integrates Applesoft BASIC and extensions, like ModemWorks, in an efficient manner. It also includes AmperWorks, 35 indispensable commands to BASIC that pick up where Applesoft leaves off.

"Available immediately, the $200 Clinton Cut entitles Apple IIe and IIGS owners to ProLine 2.0 (three 800K disks and a 350 page reference manual), ModemWorks 3.0 and the Object Module Manager 1.3 (one 800K disk and two additional manuals). Offer expires July 15, 1993—don't delay or it will cost you."

Contact the Morgan Davis Group for more information:

10079 Nuerto Lane
Rancho San Diego, CA 91977-7132
(619) 670-0563

Group Reports Massive New IIGS Developments

"Apple IIGS users take notice! Our dedicated, worldwide group is still alive, active and still working hard, diligently and full time for the Apple II and IIGS." So reports Charles T. Turley, Ph.D. (a.k.a. Dr. Tom), cofounder and Executive Coordinator of a group of Apple II programmers that call themselves the "1 World Software Wizards."

"We extend a warm welcome to our recent team member Jean Pierre Charpentier, (Babar de Saint Cyr) who joined our team by invitation, in November 1992. His music and programming talents promise to bring some even more amazing new programs to the Apple IIGS world soon!

"We are pleased to announce and welcome our newest team member, Ushiroda Atsushi and our team associate member, Atsuhiro Suzuki, M.D. They are both very talented programmers and hardware designers, who are devoted to the improvement and continued enhancement efforts for the IIGS world. They also have many friends and fellow Apple II and IIGS users in Japan, to rely on, for help with their projects, efforts and treats in progress, for all of you that use the Apple II and IIGS.

"My [Dr. Tom] three day long trek thru Apple Expo West has convinced me that there are many fantastic things happening for the IIGS that will really put it in high gear soon!

"This SUMMER should really bring a lot of great things to every IIGS user. I was really impressed with what I saw. All the friendly programmers, developers, Apple II and IIGS users, groups and enthusiasts I met and talked to were eager and willing to give our team all the help possible to allow us to present some (much needed) things that have laid dormant and out-of-reach, for much too long now.

"What this means is simply, that a complete and major disk-based set of text files in English is in the works and being developed, as a detailed rewrite from the rare FTA/toolbox machine language programming book for the IIGS, that was over 800 pages long and originally written in French.

"I learned a lot, about so many wonderful treats under development and nearing release from so many people at Apple Expo WEST, that it nearly blew me away ! Rest assured that all of the IIGS users have a lot to look forward to in the next few months time."

After listing group members (see "The 1 World Wizards' Who's Who"), Dr. Tom continued, "Our newest team member or associate could be YOU! If you're a sincere, devoted programmer, hardware designer or if you're artistically or musically inclined, write us please. We want you to join our team.

"During the year, we will be developing and updating the following software for release, for the Apple II series and the Apple IIGS. All will be written in machine/assembly language and will be 100% compatible with the GS/OS 6.0 and 6.0.1.

"**NoiseTracker II GS v2.0** Projected update and proposed enhancements will include:

- Load, play, edit, save music/sample file formats for the following: Diversi-tune, Music Studio, SoundSmith and SynthLAB, as well as all previous music/sample file formats found on NoiseTracker 1.0 (i.e.; Amiga, Atari, NT music and modules.)
- Improved, expanded editing functions, such as individual positions, cut/copy/paste and fade-in/fade-out, reverb, echo, delay, etc. (special effects via companion sound editors).
- Enhanced sample/sound quality with Virtual (3-D) Audio composition.
- Concise, detailed documentation on all aspects of program operations, applications, music composition and conversion.
- Enhanced sound quality and special effects, with MIDI support.
- Multimedia program (Stereo X-commands), to allow VAMPS-PGSD (Virtual 3-D Audio) 360! Stereo inclusion in HyperStudio and HyperCard IIGS stacks. (Under future development from ECON Technologies)
- Special Effects music, sound NDAs and CDAs

"We had hoped to have this program ready for release by last Christmas but, problems have developed that are causing a long delay in its release! Hopefully we will have it finished, beta tested and ready for release in a more few months.

"**Photonix III** Projected enhancements will include:

- 100% compatible with the GS/OS 6.0 and 6.0.1 (will launch from & return to Finder)
- GS/OS application program and P8 system program (100% assembly language)
- Supports copy of all 3.5" disk formats (400K, 800K and High-Density; ProDOS, Macintosh, Pascal, Special Formats, Non-ProDOS).
- Supports copy of all fast copy (non-copy protected) Apple 5.25" disk formats
- Hard drive compatible, with utilities for HD backup and optimization
- RAM drive compatible
- Multiple interleaves (1:1 thru 1:9)

"If you have any request or suggestions for additional enhancements, updates, functions or objections to the proposed development of Photonix III, please send them to our coordinator. We need feedback from you, the Apple II and IIGS users NOW, to determine if this project is worth the effort! Your responses, endorsements or objections will determine if the Photonix III project will become a reality or not.

"**TransFont Wizard GS**, an advanced 320/640 SHR (256 color and perhaps even 3200 color) 8/16-bit graphics composition and font utility program, that will allow inclusion, editing and many other macro commands for all; Apple IIGS system fonts, Fontrix fonts and Multiscribe fonts (perhaps even TrueType.)

"**Musix GS**, a full MIDI stereo universal file format translator and converter program.

"**SuperSoundPro GS**, a full featured MIDI composition program, featuring the best of both SoundSmith and NoiseTracker, with total compatibility for both of these programs, allowing advanced real-time Virtual 3-D Audio stereo composition effects and samples. The freeware Beta Demo version is finished and due for release as of this date. Look for it soon on your BBS and major on-line services.

The 1 World Software Wizards' Who's Who

Charles T. Turley, Ph.D. (age 47)
Co-founder & Executive Coordinator
Graphic Artist & Virtual Audio Dsgnr
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Full-time University stdnt
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Madrid 28015 SPAIN

Aaron Lamar (22)
Master Prgrmr &
C.I.S Russian Prgrmrs Coordinator
Beta Test Evaluator, Electronics Engnr
Full-time University student
Glen Elen, CA

And Associates...

Atsuhiro Suzuki, M.D.
Advanced Graphics Hardware Dsgnr
& Associate Prgrmr
Psychiatrist in Japanese Navy
3-22-13-101 Kamariyah.
Kanazawa-Ku, Yokohama Japan 236

Dagan Brock & Chris Shepherd (19, 16)
Associate (NO-TOOLS) Prgrmrs
3560 Wyoming
Kansas City, MO 64111

Joey Geiger (21)
Associate Prgrmr
Full-time Student, U of WI
180 N 165th Street
Brookfield, WI

If you can't find it then call 800-2apple2 or (510) 839-1784 and they will be glad to send it to you by mail.

"**SuperSoundPro GS Sound Editor**, an advanced VAMPS-Virtual (3-D) audio stereo sound editor, for all sound file formats, from all computers. The first step to a next-step universal computer file format conversion sound editor is nearing a reality with this program.

"**Poly-Sons VAMPS GS**, an advanced GS/OS application, music (full support for MIDI) composition program, featuring real-time fourier transform Virtual 3-D Audio sample, wavebank creation, design and sequence composition.

"**TelCom Wizard GS**, an advanced state-of-the-art GS/OS application program featuring every possible option you could ever want, for all of your modem/telecom needs.

"**CAD Wizard GS**, an advanced state-of-the-art, Autocad compatible, 3-D graphics rendering and animation (320/640 SHR, 256 color), GS/OS application.

"**soniqTracker GS** is being continually updated and improved by its author and our esteemed team member, Tim Meekins, towards a full MOD player, sequencer, composition and sound sample extractor/saver program! This final release will really make all MOD collectors with a IIGS stand up and salute their computer, as well as Tim Meekins for all the effort, time and talents he's putting into this project.

"We need your valued input on all of our software projects, as well as your suggestions for enhancements you want to see included. We welcome any suggestions for improvements and would like to hear from you concerning any other programs for the Apple II series and the Apple IIGS that you would like to see developed, enhanced, rewritten or improved for your use.... The combined talents of all the world's programmers and hardware designers, working together to produce new and innovative programs and hardware for the IIGS could produce some true software and hardware "miracles" for the Apple IIGS and its many devoted users.... We look forward to any suggestions, contributions of talent and any efforts you can furnish towards these objectives."

We encourage our readers to write to members of the team with ideas and suggestions. We'll be watching and reporting on the group's future developments and progress.

End Notes

Using system controls—a shortcut

Desktop GS/OS applications put into use a variety of "controls," graphic representations that accept input or relay information. Slider controls, for example, are used let users scroll though information; in addition, they report your position relative to the rest of the document. The red bar that fill up as GS/OS loads is a "thermometer control", new to System 6.0. And every time you enter text into a selection box, say in a directory dialog box (Standard File), you are using the line edit control.

Controls simplify the developer's task of programming desktop programs. They are used like machine parts, integrated into a program to accomplish simple tasks in a consistent manner.

The list control, which manages the scrolling lists in directory dialogs and the standard choose font dialog, offers a feature that many users overlook. Have you ever scrolled up and down through list of files looking for the one you want to open? Take a shortcut. With the list selected (hit tab until the list is highlighted; note that this is a feature of System 6—if you don't have it yet, get it), quickly type in the name of the file you're looking for—your file will automatically select itself.

The shortcut works only if you type each letter in sequence, so don't pause between letters. Otherwise, the letter will be interpreted as a new word, and the control will select a file starting with that letter.

It's especially a simple timesaver when selecting a font family from an obese list of font names. More than likely, if you're looking for Courier, Bookman or Monaco, you have other fonts that start with the same letter you'll need to rule out. Don't scroll though your whole list, just type out the first two or three letters of the font you want and the font name is selected automatically.

Using the floptical drive

Looking for some increased storage for your Apple II? GEnie frequent Lunatic E'Sex did some research and reported the floptical drive, in price-per-megabyte, compares very favorably with both the similarly priced SyQuest removable hard drives and $1000 magneto-optical drives—even counting the disks needed to get a gigabyte (1000 MB) of storage.

We like the floptical—but have had a hard time finding one. Originally, one company—InSite—built the floptical mechanism; that is, the on-piece chunk of non-repairable machinery that reads the floptical RLL-format, 21 MB disk and MFM disks (both 1.44 MB and 720K disks).. Other companies buy InSite's mechanism and put it in their own case, give it a power supply and interface and sell it under their own name.

Both Applied Engineering and Tulin Technology use InSite's floptical guts in their drives. But now, other companies have got into floptical, including Iomega Corporation, the manufacturer of Bernoulli drives. Iomega's mechanism uses a modified tracking system.

We aren't sure if floptical drives based on the Iomega mechanism differ enough from the InSite guts to require a different driver. Driver software for the InSite mechanism was written for Applied Engineering by Australian programmer Richard Bennet. This driver has been publicly available for a while, presumably legally. (Timeout: you can't distribute drivers, or any other sofware that someone else has written, without their permission. We have seen the AE driver on different BBSs, but haven't found out whether it is being illegally distributed or if permission was granted to distribute it, thus we can't tell you if it's legal or not) Tulin Technology wrote another driver for the InSite floptical to distribute with their drive; they are selling the driver separately for $49, for those who'd like to build their own floptical drive.

Well, in our search for an InSite-based floptical drive, we stumbled onto some new insights in several areas. First, that many mailorder firms that started selling the floptical dropped them from their inventories. Don't fret though; flopticals aren't going the way of the passenger pigeon. A short article in *MACWORLD* noted that Apple is evaluating an incorporation of floptical drives into new Macs as a replacement the Apple SuperDrive. Other computer companies are buying into floptical as well. Silicon Graphics announced a while ago that a floptical drive will be the standard disk drive in their next generation of products. And Hewlett-Packard will be using the floptical in its Apollo 9000 Series 700 workstations.

New revelation number two was that the IBM world can't figure out SCSI. This affects the floptical market, because without a standard SCSI interface installed already, IBM users will have to buy one to add a floptical drive.

Without SCSI, how do IBM users hook up their hard drives... continued inside on page 6.

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